

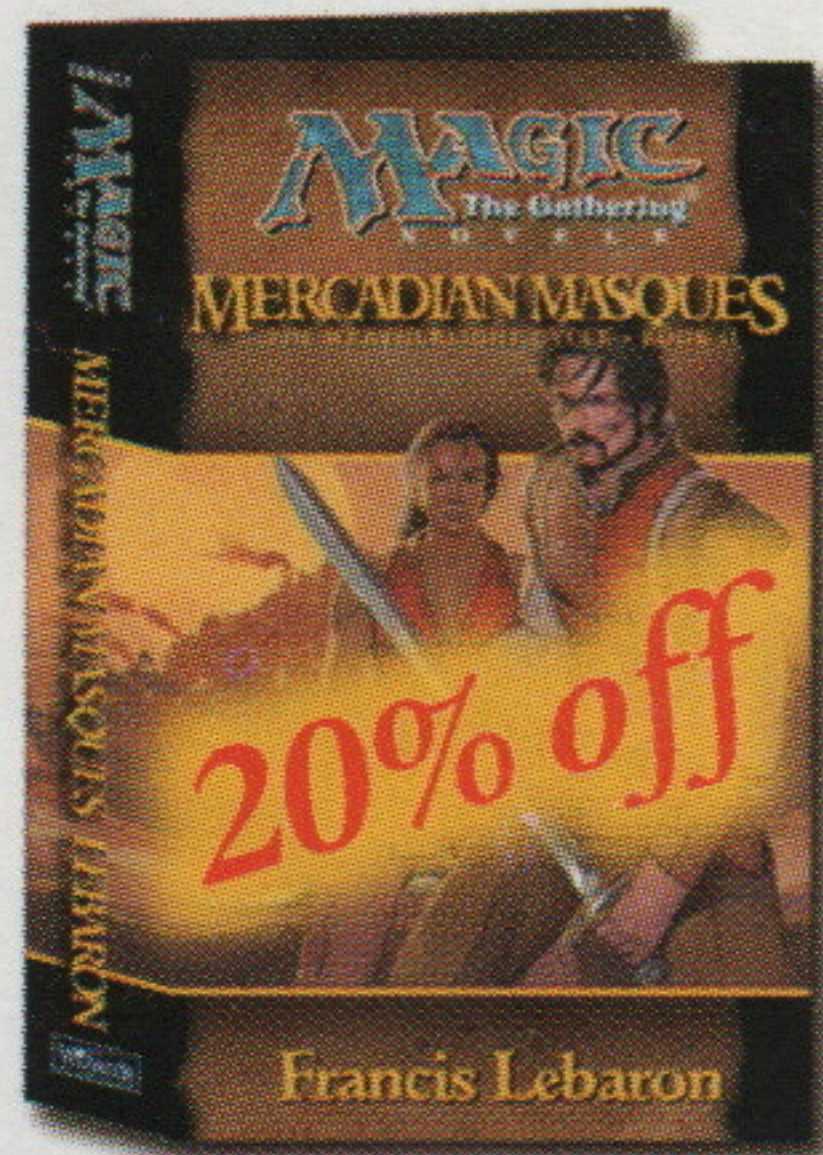
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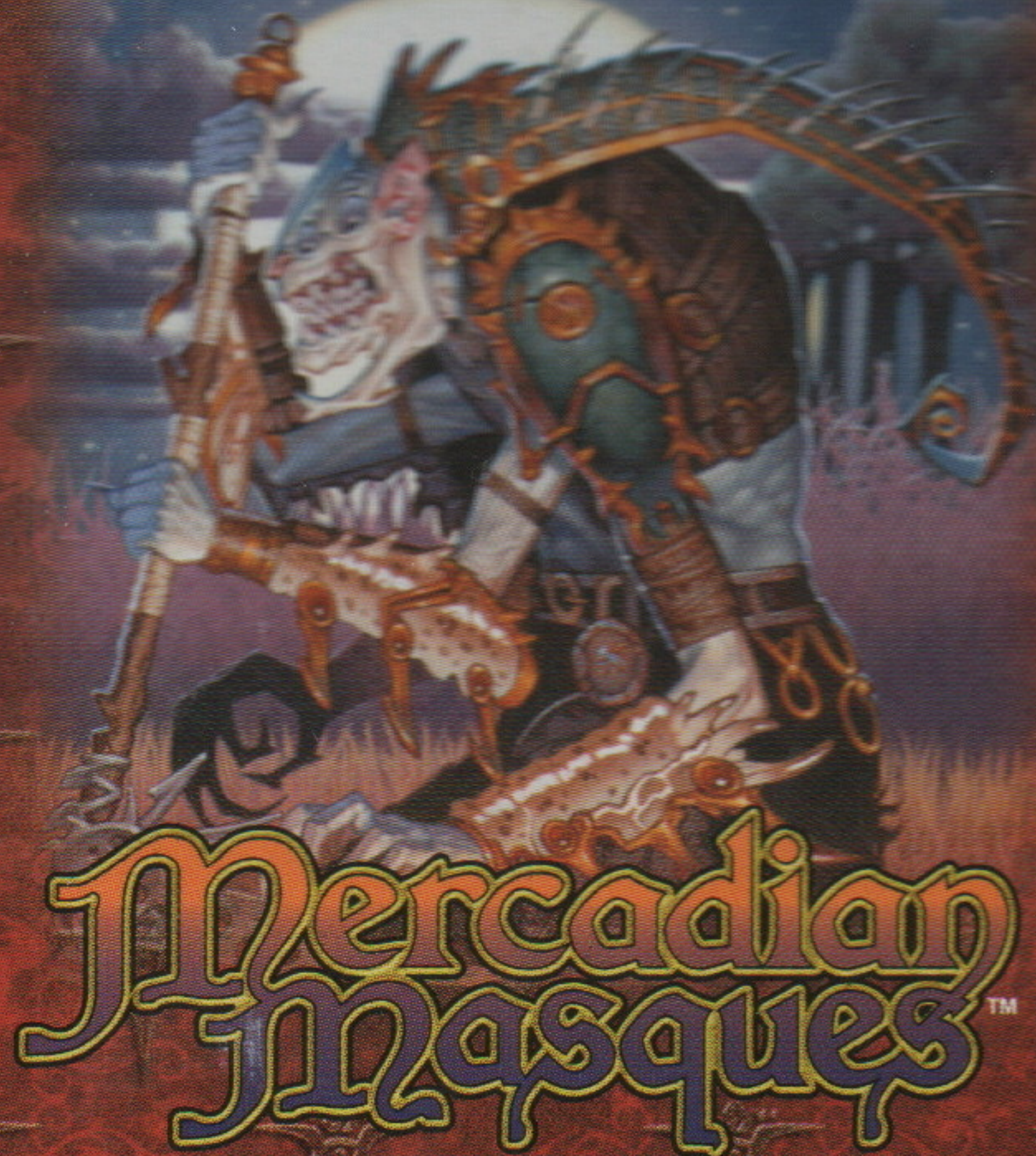
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# MAGIC

The Gathering<sup>®</sup>



## Theme Deck Strategy Guide



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## CONTENTS

Introduction	2
About Mercadian Masques	2
About This Guide	2
Section I: <i>Mercadian Masques</i>	
Features	4
Alternative Play Costs	4
Additional Play Costs and Choices	5
“All-Play” Abilities	6
“Search Your Library”	7
Section II: The Decks	8
“Rebel’s Call”	10
“Tidal Mastery”	18
“Disrupter”	26
“Deepwood Menace”	34
Questions?	42
Information for New Magic Players	44
Credits	46

# MAGIC

## The Gathering®

### INTRODUCTION

#### *About Mercadian Masques*

The *Mercadian Masques*™ set features new spells that add excitement and diversity to your game. Like other **Magic: The Gathering**® expansions, the *Mercadian Masques* set is compatible with all other **Magic**® cards.

#### *About This Guide*

This booklet doesn't contain complete **Magic: The Gathering**® rules. Although it describes some card abilities, it's not suitable for new Magic players. If you're new to the game, please see page 44. If you're an experienced Magic player and you need a copy of the

comprehensive rules, contact us or go to our website at <[www.wizards.com](http://www.wizards.com)>. (See page 42 for our contact information.)

This booklet contains descriptions of all four *Mercadian Masques* theme decks, including play tips and card lists. Enhanced card lists and sidebar suggestions let you upgrade your deck for serious play.



## SECTION I: MERCADIAN MASQUES FEATURES

The *Mercadian Masques* set doesn't add any new rules to the Magic: The Gathering environment. However, some of the card abilities may be a little confusing to players who haven't encountered them before. Here's a quick guide to those abilities.

### Alternative Play Costs

Some cards give you the option to pay an alternative cost to play the card instead of paying its normal mana cost. For example, *Ramosian Rally* says "If you control a plains, you may tap an untapped creature you control instead of paying *Ramosian Rally*'s mana cost." These substitute costs are paid at the same time you would pay the normal cost. If another card requires you to pay additional mana to play a spell, you still have to pay that extra amount even if you use the alternative cost. Cards that check the mana cost of a

spell, like *Spell Blast*, still check the normal cost, regardless of how you play the spell.

**EXAMPLE:** *High Seas* ("Red creature spells and green creature spells cost 1 more to play") is in play. You play *Rushwood Legate* ("If an opponent controls an island and you control a forest, you may play *Rushwood Legate* without paying its mana cost"). You control a forest and your opponent controls an island, but you still have to pay 1 to play the Legate, because of the *High Seas*.

Your opponent could then play *Spell Blast* for 3 ♦ to counter your Legate. The X in *Spell Blast*'s cost is 3 because the normal mana cost of the Legate is 2 ♣—it doesn't matter whether you played the Legate by using its alternative play cost.

### Additional Play Costs and Choices

The phrase "As an additional cost to play <card name>" indicates an extra cost to play a spell. The extra cost must be paid when you play the spell, just like the normal cost. If

you can't pay the additional cost, you can't play the spell. If the spell is countered, you'll have already paid the additional cost.

The phrase "As you play <card name>" indicates choices made when you play the spell. The phrase "As <card name> comes into play" indicates choices or costs that are required as part of putting a permanent into play. These apply regardless of how the permanent is put into play; it doesn't matter whether it's created directly by a spell or brought into play by another effect.

### **"All-Play" Abilities**

A few cards have abilities that may be played by any player, not just by the card's controller. Whoever plays the ability is that ability's controller. (This matters only if another card bases its effects on the controller of an ability. For example, some abilities trigger if a spell or ability controlled by another player forces you to discard.)

**EXAMPLE:** *Your opponent has Scandalmonger ("2 : Target player dis-*

*cards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.") and Spiritual Focus ("Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.") in play. If you play the Scandalmonger's ability to make your opponent discard, your opponent will draw a card and gain 2 life. This is because even though your opponent controls the Scandalmonger card, you control the ability you played.*

### **"Search Your Library"**

Some cards let you search your library or your opponent's library for cards meeting some requirement and then do something with them. If you don't find what you're searching for, you do nothing. You're not required to search thoroughly; in fact, you may choose not to find what you're searching for, even if it's there.

## SECTION II: THE DECKS

What follows are card lists and playing ideas for the four theme decks. Each deck focuses on a different strength of the Mercadian Masques set.

**“Rebel’s Call”** is a fast white weenie deck built with military precision. Recruit bigger and bigger Rebels directly into play, then swarm over your opponent.

**“Tidal Mastery”** is a creature-based white and blue control deck. You call the shots and decide what’s acceptable for your opponent to do—and what’s not.

**“Disrupter”** is a black-red deck with both land destruction and discard effects. This two-pronged attack will keep your opponent off balance and unable to stop your creatures.

**“Deepwood Menace”** is a traditional red-green deck with lots of creatures and

direct damage. Blow up your opponent’s defenders and move in for the kill.

Each of the four decks has a basic version, using just *Mercadian Masques* cards, and an enhanced version more suited for intense competition. The enhanced versions use powerful cards from various in-print sets to make each deck even more effective. There are also design tips and sideboard suggestions to help you tune the decks for tournament play.

Once you have the feel of these decks, try experimenting with different concepts or adding your own enhancements to make your deck unique.

### Key to Expansion Codes

6E	<i>Classic</i> <sup>TM</sup> (Sixth Edition)
MM	<i>Mercadian Masques</i>
UD	<i>Urza’s Destiny</i> <sup>TM</sup>
UL	<i>Urza’s Legacy</i> <sup>TM</sup>
UZ	<i>Urza’s Saga</i> <sup>TM</sup>

# "REBEL'S CALL"

## Basic Deck List

Number	Card	Mana Cost	Rarity
--------	------	-----------	--------

### Lands (21)

1	Fountain of Cho	—	U
20	Plains	—	—

### Creatures (29)

2	Charm Peddler	✱	C
3	Ramosian Sergeant	✱	C
2	Ramosian Lieutenant	1 ✱	C
2	Steadfast Guard	✱ ✱	C
2	Devout Witness	2 ✱	C
2	Nightwind Glider	2 ✱	C
2	Task Force	2 ✱	C
2	Thermal Glider	2 ✱	C
2	Ramosian Captain	1 ✱ ✱	U
2	Ballista Squad	3 ✱	U
2	Pious Warrior	3 ✱	C
1	Cho-Manno, Revolutionary	2 ✱ ✱	R

2	Ramosian Commander	2 ✱ ✱	U
2	Jhovall Rider	4 ✱	U
1	Ramosian Sky Marshal	3 ✱ ✱	R

### Other (10)

2	Disenchant	1 ✱	C
2	Cho-Manno's Blessing	✱ ✱	C
1	Afterlife	2 ✱	U
2	Arrest	2 ✱	U
1	Moonlit Wake	2 ✱	U
2	Ramosian Rally	3 ✱	C



## The Basic Deck

At first glance, "Rebel's Call" might appear to be a typical white weenie deck, a deck with which you try to quickly get out a number of low-cost creatures and overrun your opponent. Though it's true that the deck can get out a lot of creatures quickly, if you play it that way, you'll probably lose. Why? Because the Rebel creatures help you to win not with speed, but with perseverance. When playing this deck you should try to avoid playing creatures from your hand. Instead, use the Rebels' recruiting ability to put your creatures into play. If your opponent appears to be getting off to a slow start, then by all means turn up the heat and get as many creatures into play as quickly as you can. In general, though, you'll be much more successful with this deck if you take the slow approach and steadily build up your forces. It doesn't matter if your opponent gets a good blocker into play early—simply keep recruiting more Rebels. Eventually, you'll be able to overrun your opponent. Also, once you

have enough mana in play, Ballista Squad can decimate your opponent's blockers.

A side effect of recruiting creatures out of your deck is that you'll draw more lands than you would otherwise. That's fine—just play enough lands to do your recruiting and hold the rest in your hand. Those extra lands will be useful for fueling the two Spellshapers in your deck.

Finally, "Rebel's Call" does have a few noncreature spells. Afterlife and Arrest can both be used to stop any creature, but be sure to save these for the true threats to your deck. Cho-Manno's Blessing can save a creature, and Ramosian Rally is a nice finishing card.



Illus. Greg & Tim Hildebrandt

# "REBEL'S CALL"

## Enhanced Deck List

Number Card

Mana Cost Set

### Lands (23)

2	City of Brass	—	6E
1	Dust Bowl	—	MM
11	Plains	—	
9	Mountain	—	

### Creatures (19)

4	Mother of Runes	✱	UL
4	Ramosian Lieutenant	1 ✱	MM
2	Nightwind Glider	2 ✱	MM
2	Thermal Glider	2 ✱	MM
3	Ramosian Captain	1 ✱ ✱	MM
4	Avalanche Riders	3 ☞	UL

### Other (18)

2	Disenchant	1 ✱	MM
1	Pacifism	1 ✱	6E

2	Exile	2 ✱	6E
2	Armageddon	3 ✱	6E
1	Ramosian Rally	3 ✱	MM
1	Reverent Mantra	3 ✱	MM
1	Wrath of God	2 ✱ ✱	6E
2	Shock	2 ☞	6E
2	Arc Lightning	2 ☞	UZ
2	Lunge	2 ☞	MM
1	Hammer of Bogardan	1 ☞ ☞	6E
1	Cave-In	3 ☞ ☞	MM

## *The Enhanced Deck*

The main difference between the basic and enhanced "Rebel's Call" decks is that the enhanced deck includes a new color: red. Adding some of red's direct damage spells changes the way the deck works. A quick win is much more feasible, because those first few creatures you put out will have an easier time getting through as you blow up your opponent's blockers. Although the enhanced deck uses fewer Rebels than the basic deck, you should apply the same philosophy. Don't spew out all your creatures; just get out a few and recruit enough to get through. You don't want to recruit every Rebel in your deck, however, as reset buttons like Wrath of God or Earthquake could be devastating. In fact, the deck now uses a few of those reset buttons itself. If you hold a creature in your hand that has the recruiting ability, you can be back up on your feet in no time. The enhanced deck also drops the Spellshapers in favor of Mother of Runes

(which should probably be in every white creature deck) and Avalanche Riders.

## *The Sideboard*

The sideboard for this deck should help to shore up its weaknesses. With only two Disenchants in the deck, you're vulnerable to a deck that relies on enchantments or artifacts. You should certainly devote a number of sideboard cards to dealing with this. Good choices would be another two Disenchants, Clear, Meltdown, and Viashino Heretic. A deck with a large number of creatures might be a problem too. To counteract this, include more reset buttons like Wrath of God and/or Cave-In. Finally, against control decks another Hammer of Bogardan would be useful, as would some other form of damage such as Shivan Gorge or Barbed Wire.

# "TIDAL MASTERY"

## Basic Deck List

Number Card

Mana Cost Rarity

### Lands (26)

10 Plains

16 Island

### Creatures (19)

2 Crossbow Infantry

2 Alabaster Wall

1 Cho-Arrim Legate

1 Devout Witness

1 Ballista Squad

1 Cloud Sprite

2 Darting Merfolk

1 Diplomatic Escort

1 Overtaker

2 Drake Hatchling

2 Saprazzan Legate

3 Stinging Barrier

### Other (15)

2 Disenchant

2 Afterlife

1 Story Circle

1 Ramosian Rally

1 Noble Purpose

1 Customs Depot

2 Counterspell

1 War Tax

1 Coastal Piracy

1 Thwart

1 Kyren Archive

1 Puffer Extract



## The Basic Deck

"Tidal Mastery" is a slow deck. That is, your goal in the early game should be to survive; don't worry about dealing damage to your opponent. Keep your creatures back for defense, and be happy to trade them with attacking creatures. Your Crossbow Infantry can be a deterrent to attack, threatening to either kill a small attacker on its own or combine with a blocker to destroy a larger attacker. Removal cards like Afterlife and Disenchant should be used on whatever threatens you most. If the situation is stable, you should probably save them, in case your opponent plays something more dangerous later on. There are also some tricks you can use to survive, like blocking an attacker with a Darting Merfolk, then returning it to your hand, so the attacker doesn't deal damage to you or kill the Merfolk.

Late in the game, you'll be in a strong position. Your Stinging Barriers will clear the board of your opponent's smaller creatures,

then start dealing damage directly to your opponent. Meanwhile, enchantments like War Tax and Story Circle will make it difficult for your opponent to damage you with whatever creatures remain. Because of Kyren Archive, Customs Depot, and Coastal Piracy, you're likely to have access to more useful cards than your opponent does, increasing your advantage even more. Eventually, you'll be in a position to safely attack, or you'll win with Stinging Barrier damage.



Illus. Clyde Caldwell

# "TIDAL MASTERY"

## Enhanced Deck List

Number	Card	Mana Cost	Set
<b>Lands (26)</b>			
2	Drifting Meadow	—	UZ
9	Plains	—	
15	Island	—	
<b>Creatures (9)</b>			
1	Mother of Runes	*	UL
1	Crossbow Infantry	1 *	UZ
1	Alabaster Wall	2 *	UZ
1	Ballista Squad	3 *	UZ
3	Stinging Barrier	2 ♀ ♀	MM
2	Palinchron	5 ♀ ♀	UL
<b>Other (25)</b>			
1	Clear	1 *	UZ
3	Disenchant	1 *	MM
1	Pacifism	1 *	6E



1	Arrest	2 *	MM
1	Cessation	2 *	UZ
2	Exile	2 *	6E
1	Wrath of God	2 * *	6E
3	Counterspell	♀ ♀	MM
4	Catalog	2 ♀	UZ
2	War Tax	2 ♀	MM
2	Thwart	2 ♀ ♀	MM
2	Stroke of Genius	x 2 ♀	MM
1	Braidwood Cup	3	UD
1	Kyren Archive	3	MM

## *The Enhanced Deck*

The enhanced "Tidal Mastery" deck is similar in concept to the basic deck, but the availability of other sets gives it access to more useful cards. Catalog replaces Customs Depot for card cycling; use it to dump cards that aren't helpful in your current situation. Exile is a generally superior alternative to Afterlife, both because it doesn't give your opponent a 1/1 flying creature and because it helps you gain life. Arrest, Cessation, and Pacifism can neutralize your opponent's most dangerous creatures, and Wrath of God can get rid of them all at once, at the expense of also killing your own. Stroke of Genius gives you efficient card drawing, and Palinchron gives you a quick way to win. Mother of Runes can save your creatures from your opponent's kill spells; alternatively, it can block an attacking creature, then be tapped to give itself protection from that creature's color, preventing the creature from damaging it or you. Lastly, the Drifting Meadows give you flexibility

with your lands; if you already have too much mana, you can cycle them and hope to draw something more useful.

Play the enhanced deck the same way you play the basic deck. That is, try to survive the early game; worry about how you'll win later.

## *The Sideboard*

Your sideboard should be fluid. Change it in response to changes in what you expect other people to play. Possibilities include Hibernation for fast green decks; Douse and Sapprazzan Legate for fast red decks; Wrath of God for creature decks in general; more Disenchants and possibly Erase if you're concerned about artifacts and enchantments; and more counterspells if you expect to run into other control decks.

# "DISRUPTER"

## Basic Deck List

Number	Card	Mana Cost	Rarity
<b>Lands (21)</b>			
1	Subterranean Hangar	—	U
12	Swamp	—	—
8	Mountain	—	—
<b>Creatures (20)</b>			
2	Molting Harpy	1 skull	U
1	Cackling Witch	1 skull	U
1	Undertaker	1 skull	C
1	Silent Assassin	2 skulls	R
1	Bog Witch	2 skulls	C
2	Deepwood Ghoul	2 skulls	C
1	Alley Grifters	1 skull, 1 skull	C
1	Enslaved Horror	3 skulls	U
2	Wall of Distortion	2 skulls, 1 skull	C
1	Primeval Shambler	4 skulls	U
1	Cateran Enforcer	3 skulls, 1 skull	U
1	Thrashing Wumpus	3 skulls, 1 skull	R
1	Cinder Elemental	3 skulls, 1 lightning bolt	U

1	Ogre Taskmaster	3 lightning bolts	U
1	Shock Troops	3 lightning bolts	C
1	Gerrard's Irregulars	4 lightning bolts	C
1	Henge Guardian	5	U

<b>Other (19)</b>			
2	Dark Ritual	1 skull	C
1	Vendetta	1 skull	C
3	Specter's Wail	1 skull	C
1	Maggot Therapy	2 skulls	C
2	Rain of Tears	1 skull, 1 skull	U
2	Snuff Out	3 skulls	C
1	Larceny	3 skulls, 1 skull	U
1	Sever Soul	3 skulls, 1 skull	C
1	Lunge	2 lightning bolts	C
3	Stone Rain	2 lightning bolts	C
2	Thunderclap	2 lightning bolts	C



## *The Basic Deck*

"Disrupter" works by making your opponent's life miserable. The deck has several different ways to do this, including land destruction, card destruction, and creature destruction. There's not enough of any one to guarantee a lock on its own: you can't count on running your opponent out of cards, destroying all your opponent's lands, or killing all your opponent's creatures. But you can make your opponent discard a card or two—maybe, if you're lucky, a crucial card. You can destroy several of your opponent's lands, maybe locking out a color and probably putting yourself ahead in the mana race. And you can destroy the creatures your opponent has that are really giving you trouble.

When you play the basic deck, keep an eye out for your opponent's weak spot and go after it relentlessly. If it's a shortness of lands, play land destruction. (Watch for tell-tale signs like only a single mana source in a given color to let you know when to destroy

the lands if you don't have a lot of land destruction in your hand.) If it's trouble keeping creatures on the table, make that even more difficult. If your opponent is holding on to one last card, take it away. You'll sometimes find that some of your disruptive spells won't be much use—maybe your opponent has lots of lands in play and you have just one Stone Rain, or your opponent has plenty of cards in hand and you have a Wall of Distortion. In those cases, you can save your extra disruptive spells for your Spellshapers.

Once you've messed up your opponent's game plan, the way will be open for you to attack with your creatures. Cateran Enforcer has built-in Fear, and the Molting Harpies are hard to block because they have flying, so they're both good in this scenario. You might even be able to finish off your opponent with direct damage. Use Subterranean Hangar to help you build up some mana, and then use Cinder Elemental and/or Thrashing Wumpus to deal damage directly to your opponent.

# "DISRUPTER"

## Enhanced Deck List















Number Card

Mana Cost Set



### Lands (19)

4	Sulfurous Springs	—	6E
9	Swamp	—	
6	Mountain	—	

### Creatures (21)

3	Undertaker	1 	MM
1	Silent Assassin	 	MM
2	Bone Shredder	2 	UL
2	Deepwood Ghoul	2 	MM
2	Enslaved Horror	3 	MM
1	Cateran Enforcer	3  	MM
1	Thrashing Wumpus	3  	MM
2	Goblin War Buggy	1 	UZ
2	Avalanche Riders	3 	UL
2	Cinder Elemental	3 	MM
3	Shock Troops	3 	MM

### Other (20)

4	Dark Ritual		MM
2	Duress		UZ
1	Vendetta		MM
1	Rain of Tears	1  	MM
2	Snuff Out	3 	MM
2	Befoul	2  	UZ
2	Shock		6E
2	Stone Rain	2 	MM/6E
2	Thunderclap	2 	MM
2	Pillage	1   	6E

## *The Enhanced Deck*

The enhanced version of "Disrupter" is more focused than the basic version. It concentrates on land and creature destruction, with only two Duresses to provide early disruption of your opponent's hand. But there are many more ways to destroy your opponent's lands and creatures, and many of these are dual purpose. Pillage, for example, lets you destroy artifacts as well as creatures, and the Avalanche Riders and Bone Shredders will give you creatures if you pay the echo costs. Befoul lets you choose between destroying a creature and destroying a land. With all these choices, you should be able to hit your opponent's weakest spot.

This deck gives you a lot of creatures that you can sacrifice to deal damage and a lot of echo creatures with comes-into-play effects, so the Undertakers are especially useful. Once you've sacrificed a creature (or refused to play its echo cost), you can use the Undertaker to retrieve it, then play it again for its special effect. This way the Undertaker lets you turn any extra cards in your hand into direct dam-

age, creature destruction, or land destruction, depending on what creature you recycle.

The enhanced deck has also been sped up by adding two more Dark Rituals, some fast creatures like Goblin War Buggy, and some quick direct damage like Shock. This should keep you from being overwhelmed in the early game.

## *The Sideboard*

Probably the deck type that's hardest for "Disrupter" to face is a fast small creature deck, so be sure to put some mass creature destruction in the sideboard; Earthquake, Steam Blast, and Dry Spell are all worth considering. The two colors with the best small creatures are white and green, so Dread of Night and Perish are both good choices also. An extra pair of Pillages in the sideboard will give you more artifact destruction if you need it and can serve as extra land destruction as well. Against blue decks, Boil and Defense Grid are both good choices. A single Persecute can give a nasty shock to any mono-color deck, and a single Jokulhaups is also a good bet. If you're worried about combo decks, you'll probably want two extra Duresses in your sideboard.

# "DEEPWOOD MENACE"

## Basic Deck List

Number Card Mana Cost Rarity

### Lands (24)

13 Mountain — —

11 Forest — —

### Creatures (24)

2 Kris Mage 2 C

2 Cinder Elemental 3 2 U

2 Shock Troops 3 2 C

1 Battle Squadron 3 2 2 R

3 Deepwood Wolverine 1 C

2 Deepwood Drummer 1 1 C

3 Vine Trellis 1 1 C

3 Horned Troll 2 1 C

2 Saber Ants 3 1 U

2 Squallmonger 3 1 U

2 Deepwood Tantiv 4 1 U

### Other (12)

3 Thunderclap 2 2 C

1 Lunge 2 2 C

1 Volcanic Wind 4 2 2 U

2 Revive 1 1 U

1 Natural Affinity 2 1 R

1 Tiger Claws 2 1 C

1 Tranquility 2 1 C

2 Desert Twister 4 1 1 U



## *The Basic Deck*

The strategy to “Deepwood Menace” is straightforward. Play creatures every turn possible; attack each turn; and use your spells to clear the way for more attacks. The key to this deck is being consistently aggressive. You have good offensive creatures in Deepwood Tantiv, Horned Troll, Saber Ants, and Shock Troops. Attack with them as often as possible. Creatures that can be used for creature removal (such as Cinder Elemental, Kris Mage, Shock Troops, Squallmonger, and to a lesser extent Deepwood Drummer) should be used that way.

The deck also has numerous spells that can clear the way for an attack: Desert Twister, Lunge, Thunderclap, and Volcanic Wind. Don’t be afraid to use them. The strength of “Deepwood Menace” comes from its ability to continually put stress on your opponent’s resources, and if you start playing defensively, you allow your opponent time to recover. The remaining spells—

Revive, Tiger Claws, and Tranquility—should also help you clear away dangers. Try to use the surprise value of Tiger Claws whenever possible, as it lets you double the card as creature destruction. Revive can be used either to retrieve more creatures if your attack is going well or to retrieve creature removal if something is slowing you down.

Vine Trellis will help speed up your mana. You want to play it early; the accelerated mana helps keep a constant flow of threats on your opponent. The “bomb” of this deck is Volcanic Wind. You should have many creatures in play by the time you can play it, enabling you to remove three or more creatures. Combined with Natural Affinity, Volcanic Wind can function as both a Wrath of God and an Armageddon just for your opponent.

# "DEEPWOOD MENACE"

## Enhanced Deck List

Number Card

Mana Cost

Set

### Lands (22)




2	Gaea's Cradle	—	UZ
2	Treetop Village	—	UL
6	Mountain	—	
12	Forest	—	

### Creatures (25)










1	Cinder Elemental	3 	MM
2	Shock Troops	3 	MM
4	Birds of Paradise		6E
2	Deepwood Wolverine		MM
4	Llanowar Elves		6E
4	Wild Dogs		UZ
2	Vine Trellis	1 	MM
2	Horned Troll	2 	MM
2	Squallmonger	3 	MM



1 Deranged Hermit 3   UL

1 Weatherseed Treefolk 2    UL

### Other (13)

3	Shock		6E
2	Volcanic Wind	4   	MM
4	Rancor		UL
2	Symbiosis	1 	UZ
2	Collective Unconscious	4   	MM

## *The Enhanced Deck*

The enhanced version of the deck is smaller and quicker. Just as with the basic deck, the key to victory is aggressiveness: put out creatures and attack. Rancor, Shock, and Symbiosis guarantee that any blockers are destroyed. A perfect draw for this deck, for example, is a one-mana green creature (such as Deepwood Wolverine or Wild Dogs) that has two Rancors put on it in turn two.

The enhanced "Deepwood Menace" has an even greater capacity to generate mana, with its Birds of Paradise, Gaea's Cradle, Llanowar Elves, and Vine Trellis. You'll have several uses for the extra mana. First, you can use it to play multiple creatures and spells during the early turns. Next, it can help you play larger creatures (such as Weatherseed Treefolk) earlier than usual. Finally, you can turn it into damage with creatures such as Cinder Elemental and Squallmonger.

Just as with the basic deck, don't be afraid of committing many early resources. The

deck wins in the early to mid-game. Caution merely allows your opponent a chance to find answers to your threats. The enhanced deck has the advantage of a card that enables you to refill your hand: Collective Unconscious. This card helps you turn creature advantage into card advantage.

## *The Sideboard*

The key to the sideboard for this deck is creatures. Because you want to keep up the aggressiveness of this deck, you should find creatures that can help handle threats (such as Uktabi Orangutan for artifacts or Elvish Lyrist for enchantments) while still allowing a creature swarm strategy. For match-ups against other quick decks, you might want to up the number of Volcanic Winds.

# QUESTIONS?

*Contact the office nearest you.*

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# INFORMATION FOR NEW MAGIC PLAYERS

If you're a first-time Magic player, pick up the *Magic: The Gathering—Starter* game. It's designed to introduce you to the game step by step in a fun and dynamic setting. Once you're familiar with the *Starter* rules, check out the *Starter* theme decks for a wider variety of abilities and to learn basic deckbuilding skills.

The general Magic rulebook is available in the *Magic: The Gathering—Classic* game, designed for *Starter* players who are ready to explore more advanced game concepts. You can also download the rules from our website at <[www.wizards.com](http://www.wizards.com)> or contact us for a copy. (See page 42 for our contact information.) Your local game retailer may also have free copies of the rulebook available or be able to teach you how to play.

# STARTER



New players should begin with the *Magic: The Gathering—Starter* game.

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Illus. Jeff Miracola

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